



16th ANNUAL SUN CUP

TOURNAMENT RULES

I. TOURNAMENT HEADQUARTERS

Tournament Headquarters will be located at River City Sportsplex

Tournament Director:

Bill Phillips – 804-767-0030
billphillips@fcrichmond.com

A. Site Coordinators:

Robious Middle School Soccer Complex: Hans Gulick/Virginia Chandler
River City Sportsplex (Back Fields): Phil Knause/John Simpson
River City Sportsplex (Front Fields): Trip Dunville/Kris South/Ian Stowe

Volunteer Coordinator: Tim Cristian

B. Weather Hotline -- 804-897-5200

C. Team Check-in/Registration Requirements

Registration/Team check in - all teams are **required** to complete check in. After the team has completed check-in, the team will receive official game cards to be submitted within one hour of the conclusion of each match. Game cards will be submitted to the site coordinator at your complex.

1. Midlothian Athletic Club- Midlothian

Koger Center Boulevard, Richmond, Virginia, 23235

May 31, 2019 from 5:00 pm - 7:00 pm

2. Original 2018/2019 Player passes

a) USYS State Association passes

b) US Club Soccer passes

3. Two copies of the official team roster

4. Guest players identified.

5. Player Passes for Guest Player

6. Individual Player Medical Release Forms (do not have to be notarized)

7. Approved Permission to Travel forms for teams outside of Region 1**

**Region I has established the following policy concerning permission to travel when attending US Youth Soccer sanctioned tournaments in Region I. The purpose of this policy is to make it as simple as possible for the US Youth Soccer Region I teams to travel to tournaments within Region I.

The new policy states that any US Youth Soccer State Association **team** within Region I that is accepted into a tournament in Region I do not need permission to travel papers. Permission to Travel is not required in friendly games within Region 1.

Connecticut Jr Soccer Assn	Connecticut Jr Soccer Assn	Connecticut Jr Soccer Assn
Delaware Youth Soccer Assn	Delaware Youth Soccer Assn	Delaware Youth Soccer Assn
Eastern New York Youth Soccer Assn	Eastern New York Youth Soccer Assn	Eastern New York Youth Soccer Assn
Eastern Pennsylvania Youth Soccer Assn	Eastern Pennsylvania Youth Soccer Assn	Eastern Pennsylvania Youth Soccer Assn
Soccer Maine	Soccer Maine	Soccer Maine

** Teams will be permitted to submit rosters, medical releases and player cards electronically to the Tournament Director via email or through online file storage.

*** Teams may check in at the field Saturday morning after obtaining permission to do so from the Tournament Director. **You must check in one hour prior to your first game.**

II. Team Acceptance

- A. The tournament committee reserves the right to accept or reject any team's application.
- B. **The application is not considered complete until the entry fee is received.** PAYMENT MUST BE RECEIVED PRIOR TO THE DUE DATE.
- C. No team shall be deemed accepted unless written notification has been sent from the Tournament Director. This can be either E-mail or U.S. mail.
- D. **Housing: STAY-TO-PLAY POLICY**

This is a **STAY TO PLAY** tournament. All non-commuting teams participating in the tournament **MUST** (as a condition of acceptance) make all hotel accommodations using 288 Travel: <https://tinyurl.com/288travel>. Once accepted, the application is refundable so long as the withdrawal terms are met.
 - 1. **Team Withdraw Policy:** All teams that withdraw must be done in writing Sending the Tournament Director an email is acceptable.
 - 2. Teams that withdraw prior to the registration deadline of May 14th, will receive the full amount back minus a \$25 processing fee.
 - 3. Teams that withdraw after the deadline will receive 50% back.
- E. A check for entry fee that is returned from the bank will not be re-deposited. The amount of the check plus \$35.00 (cashier's check or money order) must be received by the tournament committee seven days after the team representative is notified of the returned check. If new funds are not received the team will be disqualified from the tournament.

III. COMPETITION ELIGIBILITY

A. Players eligible to compete in the Sun Cup:

1. “Youth Player” means any player who has not reached twenty (20) years of age prior to January 1st during any registration year.
2. Any player registered with the VYSA, USYS, US Club Soccer or any other governing body under US Soccer or FIFA as a **travel player** during the 2018-2019 season is **ineligible** for this competition.
3. Players who have been **officially released** from a travel team during the 2018-2019 may be eligible. A letter or email from the releasing club’s administrator may be required. Determination of eligibility is at the discretion of the Tournament Director.
4. Any soccer player having competed at the professional level is ineligible for this competition.

B. The competition is open to all accepted teams (U8 – U19/U20* coed and girls), based on rosters for the 2018-2019 soccer year. These age divisions are as follows:

7U/8U	Birth Year – 2012, 2011
9U/10U	Birth Year – 2010, 2009
11U/12U	Birth Year – 2008, 2007
13U/14U	Birth Year – 2006, 2005
15U/16U	Birth Year – 2004, 2003
17U-19U	Birth Year – 2002, 2001, 2000

C. Each team must be in good standing with their state association and be registered with a league affiliated with the United States Soccer Federation or its national equivalent. Teams that are members of organizations of the United States Soccer Federation but not members of US Youth Soccer (such as AYSO, SAY, US Club Soccer or Super Y Leagues) **DO NOT** have to have a US Youth Soccer Application To Travel form (although that team's organization may require that the team have permission).

D. An approved team roster which includes Date of Birth must be provided to tournament officials, along with current player passes from its organization. Roster and player pass information must match.

DEFINITIONS OF TEAMS:

INTRA-CLUB TOURNAMENT TEAM: a team put together for the sole purpose of playing in a tournament or other sanctioned non-league competition, whose roster includes only players who are members of one club.

INTER-CLUB TOURNAMENT TEAM: a team which is put together for the sole purpose of playing in a tournament or other sanctioned non-league competition, whose roster includes players who are members of more than one club.

RECREATIONAL TEAM: a team which participates in a RECREATIONAL LEAGUE.

RECREATIONAL PLUS TEAM: a team which participates in a RECREATIONAL PLUS LEAGUE.

RECREATIONAL ALL-STAR TEAM: an INTRA-CLUB TOURNAMENT TEAM whose roster only includes players selected from teams which participate in the same RECREATIONAL or RECREATIONAL PLUS LEAGUE.

CLASSIC TEAM: a team which participates in a CLASSIC LEAGUE.

LEAGUE TEAM: a team which participates in regularly scheduled league play.

PREMIER TEAM: a team which participates in a PREMIER LEAGUE.

SELECT TEAM: the official SELECT (all-star) TEAM of US Youth Soccer, any of its regions, a State Association, an Affiliate, other Organization Member, or any district or geographical subdivisions thereof, or any league.

OTHER: description of team does not fit any of the above definitions

E. Types of teams that will be accepted:

1. **Recreational teams** - a team formed through a registration process whereby all players are assigned to a team randomly and there are no tryouts nor is there a selection process of any kind. All players are assigned to the roster at the beginning of the season and the roster is certified by a league or club registrar. The team participates in a recreational league.

2. **Recreational Team with Guest Players** – a team that participates in a recreational, house or intramural program for a club, league or association with no more than 5 guest players added to any core roster. Teams with guests will not be put in a different bracket of play just because guest players are added. Each team can add up to 5 guests without going over the maximum roster limit.

3. **Advanced, Challenge and Player Development Teams(**NEW**)** – Advanced, Challenge and Developmental teams formed through a tryout process will be accepted at the Tournament Director’s discretion. Teams accepted must be 14U and younger. Accepted teams will be **placed in the most competitive bracket for that age division.**

a) **All players must be carded as recreational players**

b) No “former” travel players will be permitted (carded travel player during the 2018-2019 season)

c) The team may only compete in an intra-club league

4. While we have Coed or Girls teams designated, you do not have to have Girls on a Coed team to be designated a COED team.

5. **Challenge and Player Development teams are eligible to participate at the Tournament Director’s discretion.**

6. **All Star Teams are not permitted.** All-Star team definition - all-star teams are identified as those teams that would combine players from more than 1 team AND subsequently have more than 5 guest players “rostered” on their team. Team eligibility will be verified with each team registrar by the tournament committee.

F. TEAM ROSTERS

1. Roster sizes:

a) U7/8: 4v4 – Max Roster 8 (up to 3 guest players)

**On Goal Kicks – opposing team stands behind mid-field line until ball is kicked

b) U9/U10: 7 v 7 -- Max Roster 14 (up to 5 guest players)

c) U11/U12: 9 v 9--Max Roster is 18 (up to 5 guest players)

- d) U13/U14: 11 v 11--Max Roster 22** (up to 5 guest players)
- e) U15/U16: 11 v 11 -- Max Roster 22** (up to 5 guest players)
- f) U17-U19: 11 v 11 -- Max Roster 22** (up to 5 guest players)

*** all 22 players can be dressed and eligible to play in a game provided all 22 players are original players from the original 2018-2019 spring recreational season roster. If guest players have been added to the roster, only 18 players are eligible to be dressed and play in a game.*

2. **Rosters:** Official approved rosters signed or stamped by the appropriate registrar or club official, current (2018-2019) recreational player passes, medical liability forms, and permission to travel forms (out of state teams) must be presented at registration and be available at the field of play at all times. Coaches must provide an original and 1 copy of the team roster. Teams coming from outside of Region 1 must have a permission to travel form at registration to be permitted to participate.

3. **PLAYERS MAY NOT PLAY ON TWO (2) TEAMS DURING THE TOURNAMENT; EITHER AS A REGISTERED PLAYER OR GUEST PLAYER (any team who violates this will forfeit their games). NO EXCEPTIONS.**

4. Guest players must also have appropriate player signed passes. Player passes must be signed in ink or stamped by the league registrar.

5. Irregularities in player eligibility or misinformation in tournament documents may cause dismissal of players or elimination of entire teams from the tournament.

IV. TOURNAMENT RULES

A. All games shall be played in accordance with FIFA laws of the game, except as specifically modified by these rules.

1. **U7/U8 - On Goal Kicks – opposing team stands behind mid-field line until ball is kicked**

2. **Build Out Lines – 7v7**

- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense

- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred
- The build out line will also be used to denote where offside offenses can be called
- Players cannot be penalized for an offside offense between the halfway line and the build out line but can be penalized for an offside offense between the build out line and goal line
- The goalkeeper will wait to put the ball into play once all opponents are past the build out line. The goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes
- Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line

3. **No Heading - Rule 11U/12U and below.**

11U/12U and Younger

- At age group divisions 11U and younger - Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed in advertent, then the proper restart is a dropped ball.
- The 11U/12U age group is a combined division; therefore the no heading rule applies for this division.

B. **Ball Size:**

Size 3 - 7U/8U

Size 4 - 9U-12U

Size 5 - 13U-19U

C. **Players:**

1. The number of players per team on the playing field including the goalkeeper shall be:
7U/8U Teams - (4) PLAYERS
9U/10U Teams - (7) PLAYERS
11U/12U Teams - (9) PLAYERS
13U/14U Teams - (11) PLAYERS
15U/16U Teams - (11) PLAYERS
17U-19U/20U Teams – (11) PLAYERS
2. Number of players required to begin the match:
 - a) 4 v 4: Min - 3
 - b) 7 v 7: Min - 6
 - c) 9 v 9: Min - 7
 - d) 11 v 11: Min - 7
3. A team which cannot field its minimum number of players (as given in the table on next page) at the scheduled start time shall forfeit the match. The team forfeiting the match shall be declared the loser by a score of 3 goals to 0.

D. **Player's Equipment:**

1. All players on a team **MUST** wear similar uniforms with each jersey being numbered distinctly with no number being repeated. Numbers should be large enough and visible by all players from a distance. (Temporary numbering-duct tape-will be allowed in the event of duplicates and must be easily recognizable to the referee. **NUMBERED PINNIES OF THE SAME COLOR AS THE TEAM JERSEY CAN BE WORN**). **All U16 and U19 rosters MUST include player numbers with their official roster at check-in and on all roster copies and no numbers may be duplicated.**
2. All age groups - Coaches must insure that duplicate numbers are resolved prior to start of game time or the player cannot participate until it is resolved. All decisions of the Referee are FINAL. If a player does not have a number or there is a duplicate number, it must be corrected prior to the player being allowed to participate in any match. However, if it is noticed that there are discrepancies after a game has started, the referee will make the decision as to how the match will proceed with or without a player and/or how the situation would be corrected if that is needed.
3. Shoes must meet FIFA specifications.
4. NO necklaces, bracelets, earrings, or rings of any kind will be allowed.
5. For players wearing glasses, safety straps are required. Wire rim glasses are prohibited, no exceptions!
6. Shin guards must be worn at all times.

7. Socks must cover the shin guard completely and jerseys must be tucked into shorts.

8. If a uniform conflict occurs, the home team (team listed first on the schedule) must change jerseys, unless visiting team offers to do so.

9. Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. A medical release for the injured player signed by a licensed medical physician must be available.

E. Substitutions:

1. Unlimited substitutions may be made with the referee's permission:

a) After a goal

b) At half time

c) On goal kicks

d) Throw-ins upon possession only

e) Injury (any number of players from both teams may be substituted whenever an injury has occurred after being beckoned onto the pitch by the Referee)

f) Cautioned player (cautioned player only)

g) Start of an overtime period

2. All substitutes shall inform the assistant referee on their side of the field that they wish to enter the game prior to the time they are entitled to enter the game as a substitute. The assistant referee will signal the referee that substitutes wish to enter the game at the first opportunity that the substitute is allowed to enter the game. The substitutes must wait until the referee signals that it is okay for them to enter the field.

3. For 10U and below there will be substitutions allowed for both teams on a Throw-In regardless of possession.

F. Offside rule:

1. The offside rule will not be enforced for 8U matches.

2. The offside rule will apply to all 10U – 19U/20U matches

G. Penalty kicks:

1. There will be NO Penalty Kicks for 8U matches. All infractions will result in INDIRECT FREE KICKS.

2. 10U–19U/20U matches FIFA laws apply.

H. **Time Keeping**

1. Interval between halves shall be 5 minutes. The referee is the official timekeeper of the match.

2. Game Duration:

40 min. 7U/8U	Halftime - 5 min
50 min. 9U/10U	Halftime – 5 min
60 min. 11U/12U	Halftime – 5 min
70 min. 13U-19U	Halftime – 5 min

3. There will be no time allowance for substitutions and injuries or other compensating time. The referee will start the clock at the beginning of each half and run it continuously until the conclusion of that half. The only time the referee will stop his clock for an injury is if the game has to be stopped because a player on the field may not be moved while the rescue squad is summoned.

4. There is no overtime period for regular games that end in a tie. The exceptions to this rule are semi-final matches and final matches.

5. **Resolving Ties in Semis and Finals ONLY:** If the Semi Final or Final/Championship match is tied at the end of regulation time, the Champion will be decided by kicks from the penalty mark (penalty kicks) according to FIFA tie breaker rules. Only players on the field at the end of regular time may participate in kicks from the mark. Goal keepers may not be changed during kicks from the mark except in the event of injury and must be replaced by an eligible player from the end of regular time.

I. **Coach and Player Conduct:** Coaches and players will share the same side of the field. All spectators will take up a position on the opposite side of the field during the time that the match is in progress. All personnel must remain between the 18 yard lines of the midfield stripe. No coaches or spectators are allowed behind the goal line.

J. **Warnings and Ejections**

1. If a player is ejected from a match – shown a red card by the referee – that player must sit out the remainder of that match and his team’s next tournament match. No substitution may be made for the ejected player during the match in which the red card was issued.
2. A yellow card displayed by the referee indicates a warning. Two yellow cards to the same player in the same match will result in immediate ejection from that match.
3. Coaches in receipt of a red or two yellow cards in the same match are subject to the same penalties as outlined above for players.
4. Any player or coach ejected from a match will not be allowed in the vicinity of the field for the remainder of that match and for his teams’ next match.
5. Coaches are responsible for the conduct of the players, parents and guests on their sideline. No team or club official may enter the field of play regardless of the circumstances unless that person has been given permission to enter from the referee.
6. Because of the seriousness of such instances, red cards issued after the end of regulation play or as a result of physical assault are subject to review by the tournament rules committee and more strenuous penalties, which are not subject to appeal, may be employed.
7. A record of all yellow and red cards issued during the tournament will be forwarded to VYSA upon completion of the event.

K. **Referee Absence:** If there is no referee present within ten minutes of the scheduled start time, the match shall be rescheduled unless both teams coaches agree to proceed. If the match proceeds, the score shall stand as played. If there is only one referee present for the preliminary match at the scheduled start time, the referee shall commence the match using volunteer assistant referees. Should the second referee arrive at the field, he shall enter the match at an appropriate break in play and volunteer assistant referees shall be relieved of their duties.

L. **Forfeits:** No forfeit will be allowed without the permission of the Tournament Director. If at the discretion of the referee, a match must be abandoned, the team or teams causing the abandonment of the match will be considered the loser of the match. This will be recorded as a forfeit by a score of 3 goals to 0. Any team that causes this abandonment will be disqualified from any remaining tournament matches by the decision of the Tournament Committee. Tournament entry fee will not be refunded to the disqualified teams.

1. The score will be counted 3 - 0.
2. A team is allowed a (10) minute grace period from the start of the match ONLY. The running clock will start at the scheduled time. The time length of the match will be shortened at the referee’s discretion.

M. **Rules for Advancement:**

1. Teams will play within their respective division. Points will be awarded as follows:
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss

2. If teams are still tied in points in the standings, the following criteria will be used to determine the team's order of finish and/or placement in any subsequent playoffs:
 - a) Head to head competition (disregard if more than two teams tied)
 - b) Goal differential – maximum goal differential per game is 5 goals
 - c) Least goals allowed in all matches – maximum of 5 goals allowed per game
 - d) Goals for all matches – maximum of 5 goals for per game
 - e) Most shut-outs
 - f) If still tied, both teams will compete in a penalty kick shoot-out. (Tournament Director will decide PK format if more than two teams are tied)

N. **Placement of Division:**

1. **Division of 8:** Each team will play three games within their flight. After all teams in both flights complete three games, the team with the most points from Flight A will play the team from Flight B with the most points in the final match.

2. **Division of 6:** Each team will play two games within their flight. Flights A and B will crossover on Sunday. The bottom two teams from each flight will play a consolation game and will not advance. The first and second place teams from each flight will play a single elimination semi-final match (A1 plays B2 and A2 plays B1) against the first and second teams from the other flight. The final two teams (can be from the same flight) will play in the final match.

3. **Division of 5:** Each team will play a four game round robin schedule. The champion will be determined by points after all teams complete 4 games. No Final will be played in 5 Team Divisions.

4. **Division of 4:** Each team will play a three game round robin schedule. The champion will be determined by points after all teams complete 3 games. No final will be played in 4-team divisions.

** If another format has to be used for divisions, based on the number of teams, the teams in that division will be notified of how group games will be played.

V. Inclement Weather:

1. Regardless of weather conditions, coaches and their teams must appear at their respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Tournament Director may cancel or postpone a match.

a) Referees may suspend a match only.

b) In case of severe weather, in his/her discretion, Tournament Director(s) may cancel any and all games.

2. The Tournament Rules Committee reserves the right to make the following changes in the event of inclement weather:

a) Relocate and/or reschedule a match

b) Change a division structure

c) Reduce scheduled duration of a match

d) Cancel a match

3. In the event of inclement weather forcing play to be halted and preventing the match from playing through completion during the scheduled time, the score shall stand.

4. If a match cannot be completed during the scheduled time allotted for that match; then the score will be recorded when play was stopped. If a match was never started and the stoppage due to inclement weather exceeded the scheduled time allotted for the match, the match will be recorded as a draw. The tournament director will have the final decision.

5. The tournament director will have the final decision on field closure.

6. In the event that the tournament is canceled for any reason after the 1st day of the tournament, the tie breaking rules will be applied to determine champions and finalists.

a) If championship matches cannot be played on Sunday, but semifinal matches have been played to completion, a champion and finalist will be selected from the semifinal matches.

b) If semifinal matches have not been played to completion, results will revert back to Saturday's matches for final determination.

7. IN THE EVENT OF CANCELLATION, THE TOURNAMENT COMMITTEE WILL NEED TO DETERMINE EXPENSES AND COSTS TO DETERMINE IF THERE WILL:

a) BE ANY TYPE OF REFUND, IF AT ALL.

b) A DECISION WILL BE MADE WITHIN 3 DAYS AFTER THE EVENT

B. Should the tournament be cancelled in part or in whole due to any act of nature or for any other reason, no refunds will be issued.

C. FC Richmond or any representative of FC Richmond is not liable for any expenses incurred by any party due to tournament cancellation including tournament registration fees (NO REFUNDS WILL BE ISSUED).

VI. General Guidelines

A. All decisions of the referee and the Tournament Committee are final. There are no protests or appeals allowed.

B. Each team must certify, by signature of the coach, assistant coach, or team manager, the results of each concluded game immediately following the game. The site coordinator will ensure signatures are obtained.

C. Neither the Tournament Committee, FC Richmond, nor any of the tournament sponsors will be responsible for any expenses incurred by any team (including entry fees) or tournament participants if the tournament is cancelled in whole or in part for any reason.

D. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and its decision shall be final.

E. During games, coaches and players shall remain on one side of the field (between the halfway line and the 18 yard line) and the spectators shall remain on the other side. Coaches, players, and spectators will remain at least 2 yards from the touchline.

F. The Sun Cup and FC Richmond are not responsible for the behavior of players, coaches, and spectators off the field or damages resulting from such behavior, nor are they responsible for any injuries which may occur to players, coaches, and spectators as a result of their participation in the tournament. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the Tournament Director.

G. Any player, coach, or spectator found in possession of alcohol, illegal drugs, or weapons shall be banned from the tournament and appropriate notifications made to the local law enforcement authorities.

H. No noise makers that resemble a whistle are allowed. Any noise maker deemed to interfere with the match will be removed from the tournament. All referee decisions are final. We ask that any noise maker be used with consideration of the other team and not to be used as a distraction during the match.

I. Prior to acceptance of a team, payment will be returned minus a \$25 processing fee. After teams have been accepted, there is no refund. Any refund consideration in the event of cancellation of any part or the entire tournament will be considered and communicated at an appropriate time to all participating teams.

J. **Restrooms:** Portable toilets are available at each site and all tournament participants as well as spectators are asked to take advantage of those facilities so as not to offend any local residents. Wooded areas are not to be used as restroom facilities.

K. **Awards:** There will be individual recognition for division champions and finalist (1st and 2nd place).

L. **2nd Team Conflict:** Any coach that head coaches more than 1 team **MUST** insure that an Assistant Coach must be available at all times to coach the 2nd team as conflicts due to the size and location sites of this tournament cannot be avoided in game scheduling.

M. **Coaches:** All teams participating in the Sun Cup are **ONLY** allowed to have (1) Head Coach and (1) Assistant Coach on the sidelines with the players at all times in all games. All other coaches and persons must be on the spectator side. This will be enforced.

N. **Protest:** There will be no protests. All officiating decisions are final.

O. **Sideline Behavior:** Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline. Harassment of the officials from coaches, spectators or players will not be tolerated. Send offs will result in the person leaving the fields and staying in the parking lot.

P. **Send-offs:** If a player receives a red card or two yellow cards during a match, that player will sit out the rest of that match and also their next match. A coach or other authorized bench personnel sent off during a match must leave the field immediately upon being sent off, and must remain away from the field during the team's next match.

Q. **NO alcoholic beverages are allowed at any of the game sites.**

Thank you for participating in the 16th Annual Sun Cup.